

WORKSHOP ON VIDEO GAMES FOR LANGUAGE LEARNING

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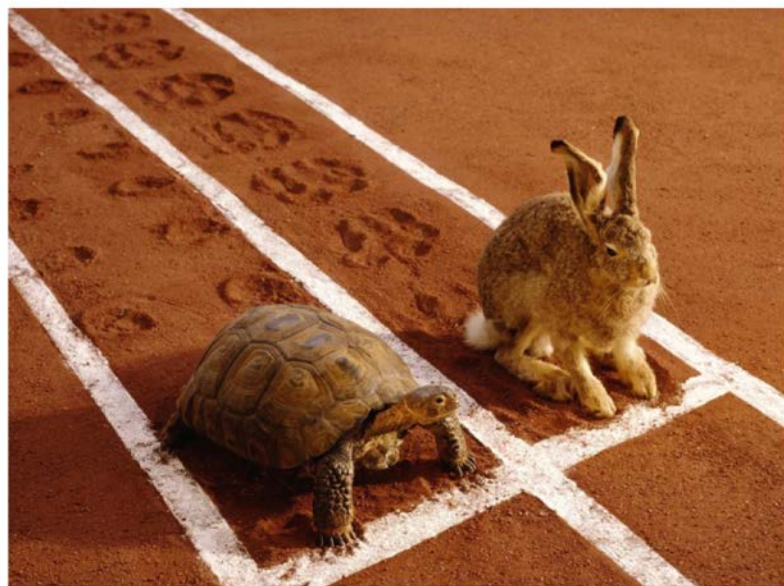
OBJECTIVES

1. To learn about the use of games in the L2 classroom.
2. To learn about the characteristics of video games for education and training.
3. To gain insight in research practices.

CONTENTS

1. ICT in education.
2. Game foundations.
3. Approaches to gaming in education.
4. Practice.





<https://answer.garden.ch/657410>



WHY DO WE PLAY?

Games are a form of fun. That gives us enjoyment and pleasure.

Games are form of play. That gives us intense and passionate involvement.

Games have rules. That gives us structure.

Games have goals. That gives us motivation.

Games have outcomes and feedback. That gives us learning.

Games are adaptive. That gives us flow.

Games have win states. That gives us ego gratification.

Games have conflict/competition/challenge/opposition. That gives us adrenaline.

Games have problem solving. That sparks our creativity.

Games have representation and story. That gives us emotion.

(Prensky M. 2001. Digital Game-Based Learning. NY: McGraw-Hill)

WHY DO WE USE GAMES IN EDUCATION?

- Enjoyment and fun as part of the learning process are important when learning new tools since **the learner is relaxed and motivated and therefore more willing to learn.**

Bisson and Luckner (1996). *Journal of Experimental Education*, 9(2), 109

- In simple terms **a brain enjoying itself is functioning more efficiently.**

Rose and Nicholl (1998). *Accelerated Learning for the 21st Century*, 1998 [p. 30]

- **Fun can motivate learners** to engage themselves in activities with which they have little or no previous experience.

Bisson and Lucker, 1996: 109

- Play is an important part of the learning experience. **When we enjoy learning, we learn better.**

Rose and Nicholl, 1998: 63

WHY DO WE USE GAMES IN L2?

- Video games improve students' **listening skills** in **foreign languages**.

Hu M. M., Chang B. (2007). Massively Multiplayer Online Game Supported Foreign Language Listening Ability Training, *Digital Game and Intelligent Toy Enhanced Learning*, 176-178

- Games improve learners' **communicative competence**.

Huyen N. T. T., Nga K. T. T. 2003. Learning Vocabulary through Games: The Effectiveness of Learning Vocabulary through Games, *Asian EFL Journal*, 5(4)

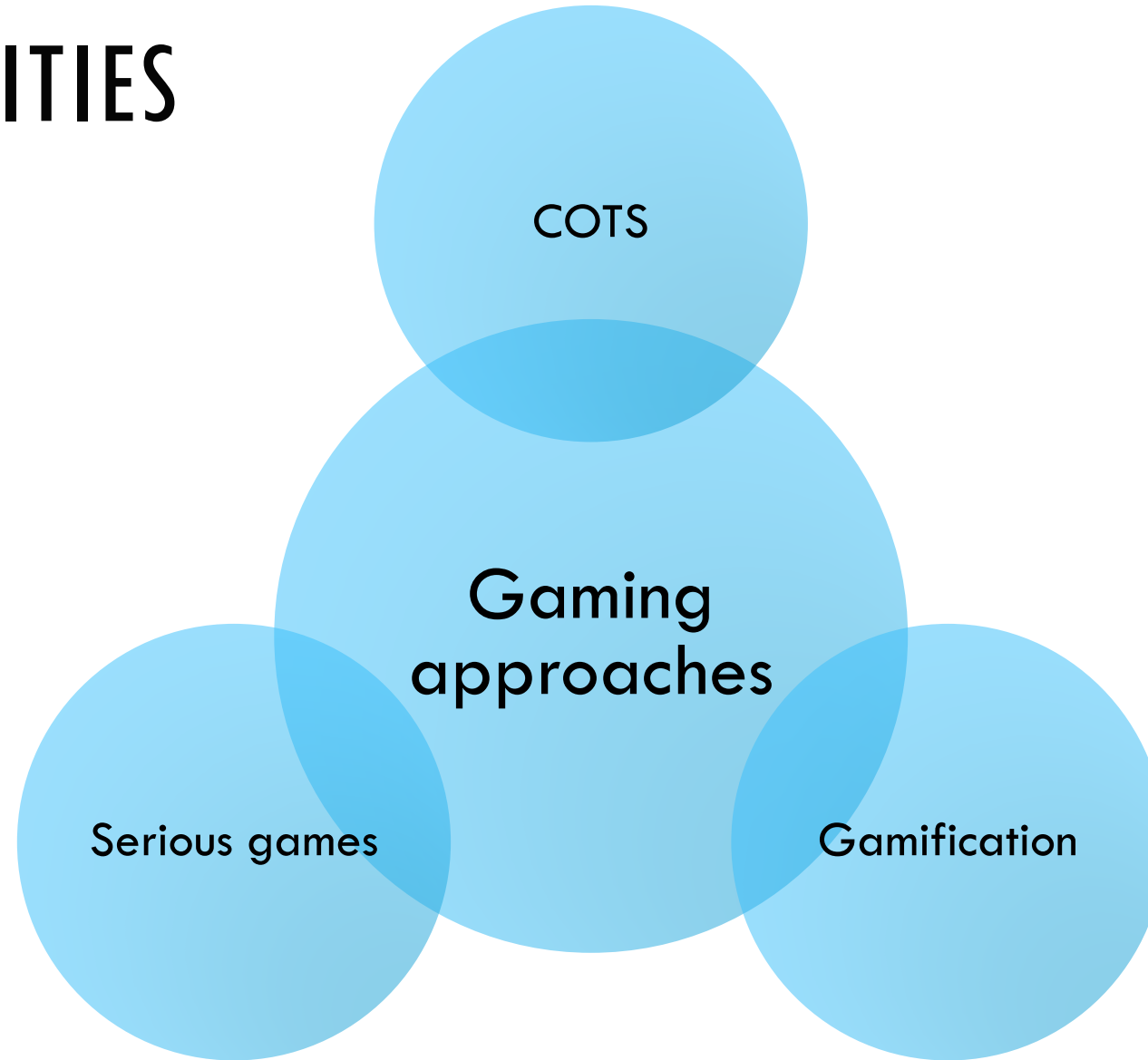
- **Vocabulary** is better learnt in **context**.

Groot P. J. 2000. Computer Assisted Second Language Vocabulary Acquisition, *Language Learning & Technology*, 4(1), 60-81

- **Vocabulary** and **grammar** of students playing The Sims **increased** significantly.

Miller M., Hegelheimer V. 2006. The SIMs Meet ESL: Incorporating Authentic Computer Simulation Games into the Language Classroom, *International Journal of Interactive Technology and Smart Education*, 3(4), 311-328

POSSIBILITIES



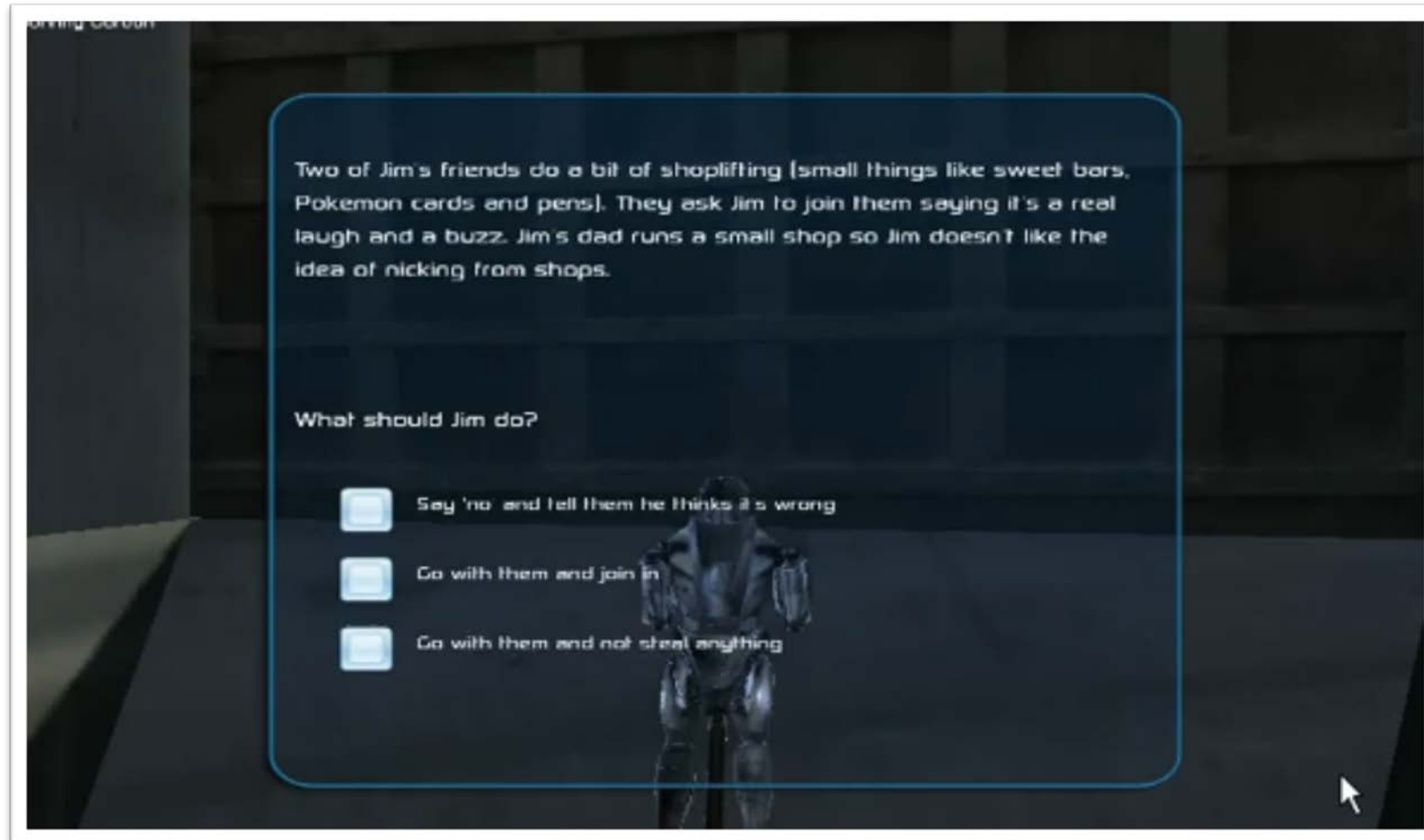
A **Serious Game** is a game designed for a primary **purpose other than pure entertainment.**

Clark C. Abt (1970) *Serious Games*. University press of America

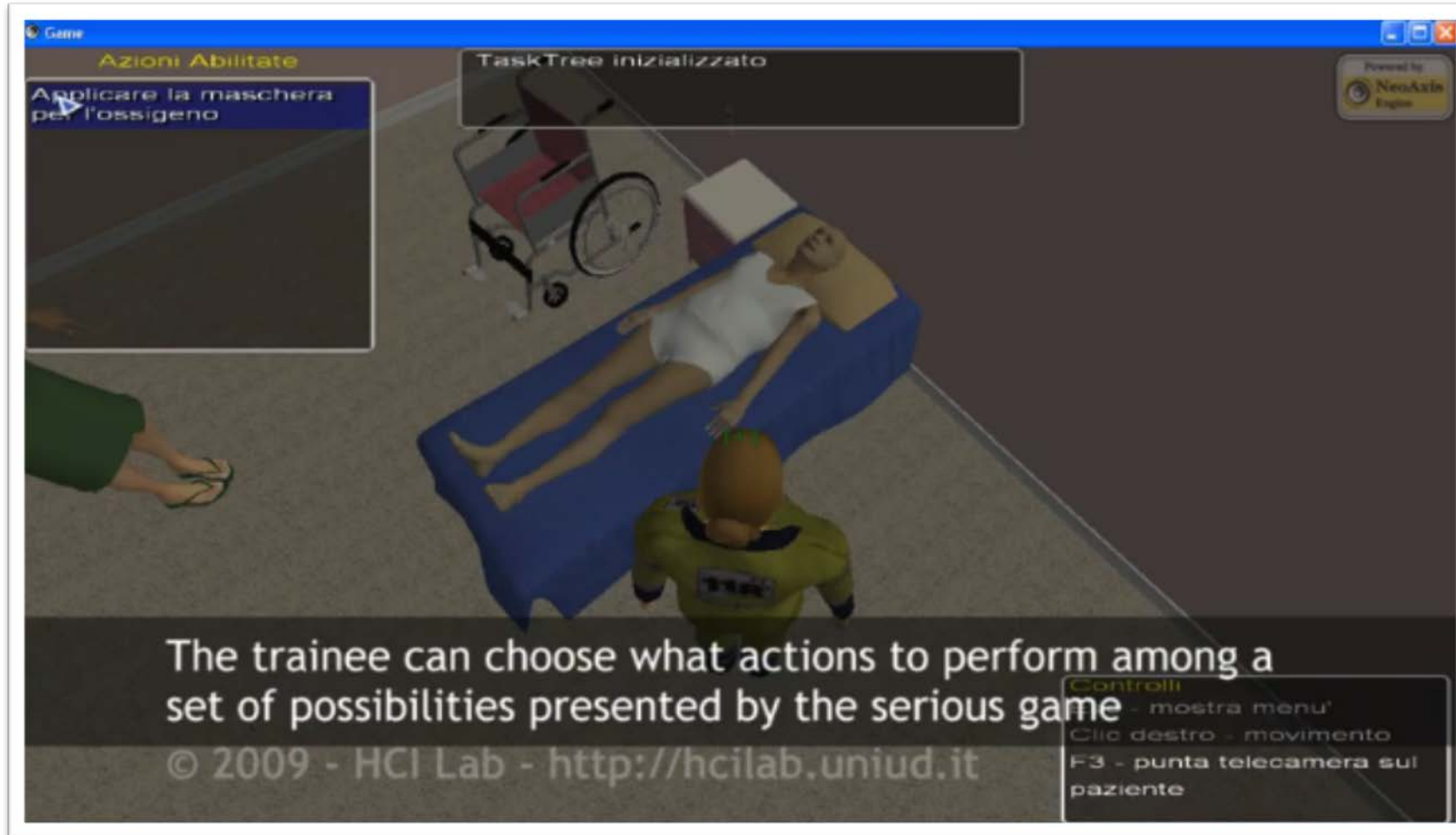
USEFULNESS



MOTIVATIONAL DRIVE



FLOW



ENGAGEMENT



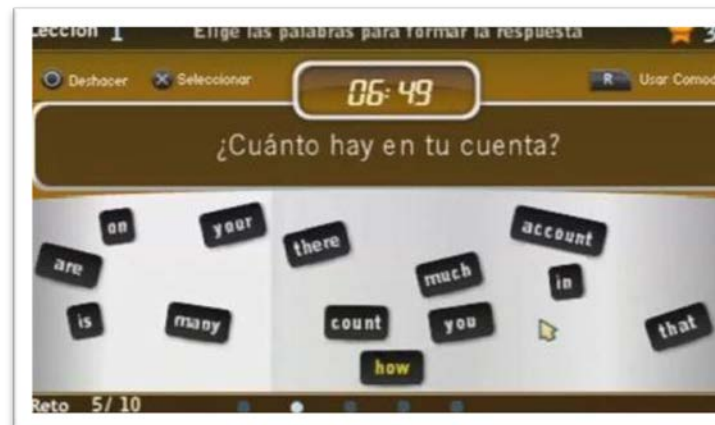
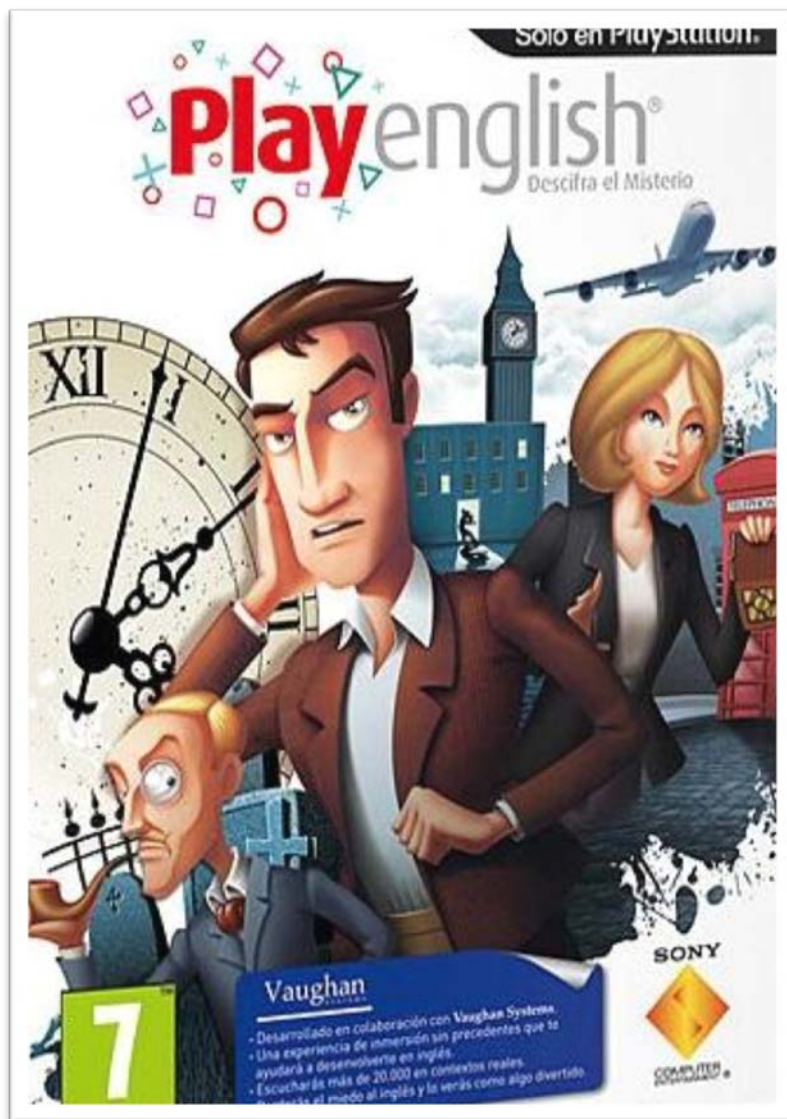
STORY

Instructions

Pick a square on the grid and then answer a question correctly. You will then be told how many steps you are from the treasure.

You win the game if you can find the location of the treasure.

OK



Gamification is a **technique** that deploys **game mechanics** in the **training** realm for **better outcomes** [...].

Gaitán, V. (2013) *Gamificación: el aprendizaje divertido*

GAMIFICATION

- Scoreboards
- Levels
- Rewards
- Tables
- Competition
- Missions



Gmail

Imágenes



3



Google

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coin_log.txt



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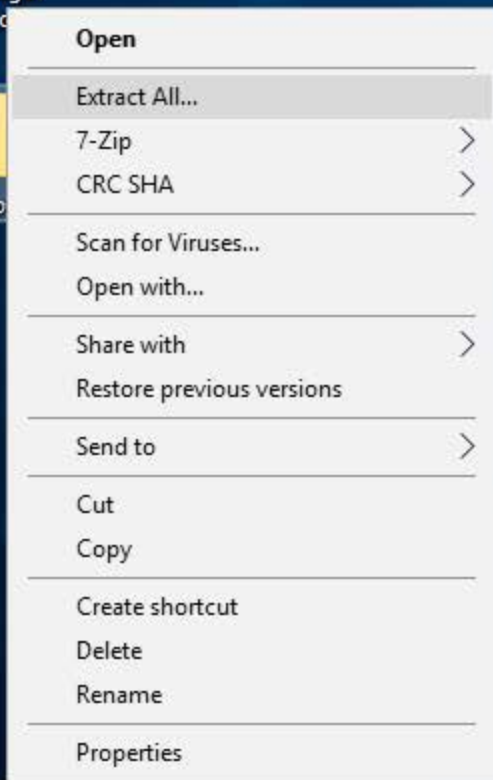
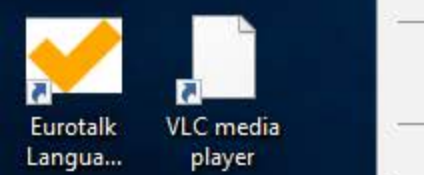
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lang



libfreetype-6.dll




Recycle Bin


Logoff


Help for Studen...


Add Extra Languages


Print Credit


Internet Explorer


Additional Software


ServiceLine OnLine


Google Chrome


Blackboard


Student Voice



Windows.zip


Eurotalk Language...


VLC media player


Feedback on Student De...


Learn With Lynda

 Extract Compressed (Zipped) Folders

Select a Destination and Extract Files

Files will be extracted to this folder:

C:\Users\Walkin3\Desktop\Windows

Browse...

☒ Show extracted files when complete

Extract

Cancel

Add Extra Languages

Print Credit

Additional Software

ServiceLine OnLine

Blackboard

Student Voice

Eurotalk Langua...

VLC media player

Feedback on Student De...

Windows.zip

Google Chrome

Help for Studen...

THE CONFERENCE INTERPRETER



Jugar

Opciones

Créditos

Salir



File

Home

Share

View



> This PC > Desktop > Windows

Search Windows



★ Quick access

Desktop

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Documents

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Music

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cAudioEngineLog.html

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HTML Document

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game_stats.csv

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Microsoft Excel C...

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game_stats.lua

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LUA File

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unlocks.lua

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libfreetype-6.dll

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SDL.dll

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QUESTIONS?

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THANKS!

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